



The Dark Elf, The Dark Heart!

Rollback

The Gauntlet



Copper Chest : Follow Special Rules as per Encounter

Silver Chest 1: 1 Silver Treasure, 1 Curse, 1 Vitality Potion

Silver Chest 2: 1 Silver Treasure, 2 Conquest Tokens, 50gp, 3 Curses

Silver Chest 3: 1 Silver Treasure, 2 Curses



Where There's Smoke...

The Gauntlet

By Kalidor

Due to program limitations (no AoD expansion available), some substitutions have been made and need to be noted and adjusted if necessary...

The Mud Tiles, in Area 1 (Where There's Smoke...) are NOT Mud Tiles at all...they are supposed to be Fog Tiles from AoD. Smoke really, for flavor, but Fog Tiles nonetheless. Please substitute.

Both Sorcerers in the Boss Room (The Dark Elf, The Dark Heart) are really Dark Elves (again, from AoD). Please substitute.

The Plain Door in that Area (The Dark Elf, The Dark Heart) is not a separate Area for ANY purpose, but, please DO NOT reveal its contents (the gold coins) until the heroes open the door (if they do). I was hoping that the unknown would lure them in, especially if the Boulder was chasing them down from the Rollback Area...

The OL must follow Road to Legend rules regarding spawning.

Scenario Background

Tamalir has always been the laughing stock of the Thieve's Guild's world...

But now, a serious problem has occurred. The Guildmaster has gone missing, and the recruits and lesser members have disappeared. Two pickpockets from Dawnsmoor have arrived to organize some greater scheme to find the Guild locked and impenetrable; even to their skills...

The two cribbers have come to Town Hall to discuss this with the Tamalir's Elders and High Council.

The Elders have decided that someone must investigate the situation. The Thieve's Guild does serve a certain necessary purpose, no matter how floundering their typical efforts may be...

Not a soul has answered the call due to fear of The Gauntlet within. Will you answer Tamalir's call?

Mission Goals

The heroes begin with 6 Conquest Tokens. Should they ever run out, they fall in their attempt to aid Tamalir.

To win, the heroes must find out what has overrun the Thieve's Guild and destroy what "evil" may lurk. You are free to keep whatever trinkets you come across as payment of your service; they didn't belong to the plunderers anyway!

Starting Area: Where There's Smoke...

The room is full of smoke, choking you as you enter the Guild through the magic portal. Having difficulty seeing you tentatively begin your search for answers...finding only, so far, a hell hound bent on burning you all alive!

When the heroes step on the Encounter space, a shady looking character appears out of the shadow of the nearby rubble.

"Well met, heroes!" he states dryly. "You will find no respite in this Guildhouse...it is defiled by the-", he cuts off abruptly, eyes searching around in the shadows, furtively. "I must flee. Tamalir's done for, now. I am Flitwik, the last survivor of this here guild, and I mean for it to stay that way! As a parting...gift...I will allow you to purchase something from my shop. Things I have, ahem, collected over the last few years. Things of great value and power. For a mere 150 gold coins, you can have your pick! Answer swiftly, because I melt into the shadows once again, never to return, in mere moments. I have no more care to remain in this accursed Hall."

If the heroes take Flitwik up on his offer, they may draw a Copper Treasure for 150 gold coins one time only. Once each hero has had a chance at Flitwik's shop, remove the Copper Treasure and Encounter Token from the board.

The Gauntlet

The Gauntlet stands before you. You have all heard of its deadly game, and although Tamalir's Guild is filled with novice's, you fully realize the skill it will take to maneuver its traps and surprises. Take care, step prudently...

Rollback

This winding corridor appears to lead to nowhere. But who knows what to expect from crafty thieves...

Three things certainly do catch your eyes, however. One, another large boulder begins its slow crawl towards you. Two, a shiny metal object gleams off of the sandy surface of the Guildhouse's floors...and three, the door crumbles to the floor is a useless pile of wood and refuse.

Important: Once the door is opened to this room, it is removed from play.

The Dark Elf, The Dark Heart!

The Rune you found in the last room has worked and the door dissipates right before your eyes!

Here at last you happen upon the evil force that enraptured the Thieve's Guild! A Dark Elf and her spawn! The enchanted skeletons stare lifelessly at you, ready to strike. And as you prepare yourself for battle, the Master Dark Elf screams at you.

"Fools...heroes you would be, is that it?! I will end your quest and your lives in one fell swoop. The Guilds will all fall to us. It begins in Tamalir and continues Northward on the morrow. Nothing you cretins can do to prevent the wheel in motion. Now...DIE!!!!!!!!!!!"

With that, her forces attack.

Once the Rune is used on this door, remove the door from play.

The Master Dark Elf is standard except for the fact that she has +3 health per hero, +1 Armor and an additional +2 armor if her spawn is killed before her.

Upon slaying The Master Dark Elf, she bellows in agony,
"Master!!!!!!!!!!!! Master, I have fallen, but the wheels are in
motion...Nerekhall has already.....Tamalir....weakened...."
With that, she expires without finishing her ominous
forecast.

The heroes gain 5 Conquest Tokens and can return to the
Elders of Tamalir, victorious!